1979 — Our 5th Year
Catalog #6

creative computing catalogue

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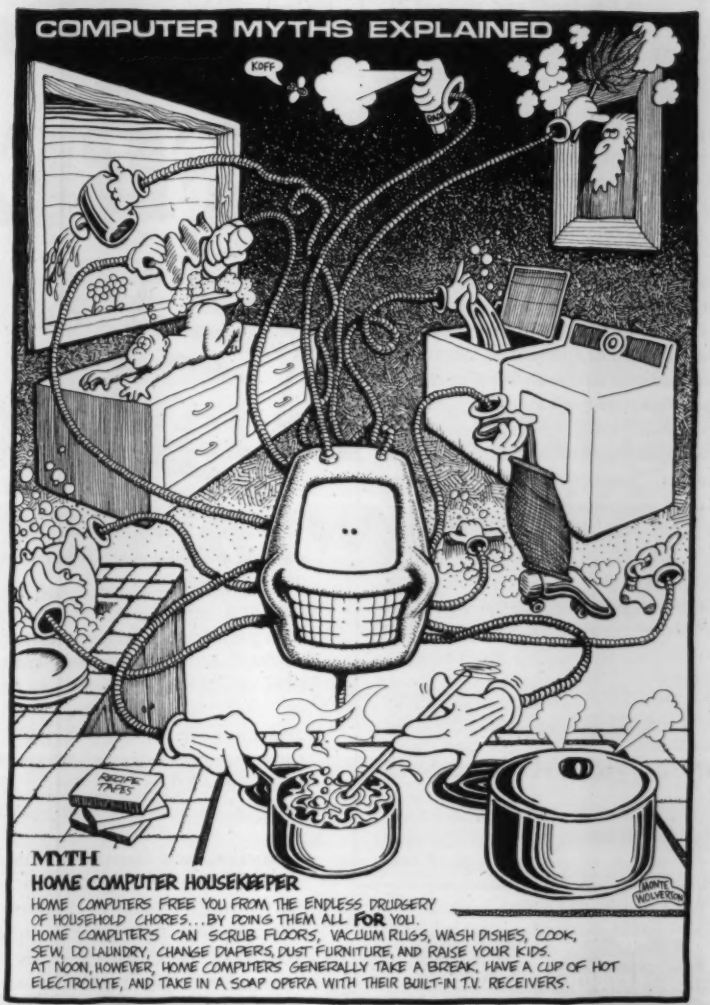
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(Computer Myth Posters — See page 8)

creative computing

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(201) 540-0445

Dear Friend:

For us at Creative Computing, last year was extremely hectic and challenging, but also very gratifying. Each of our four divisions recorded significant milestones:

1. *Creative Computing Magazine* added thousands of new subscribers and, starting in January 1979, accelerated to a monthly publication frequency. With our top-notch staff of editors and writers we retained our position as the "Number 1 applications and software magazine."

2. *Creative Computing Press* published two new titles and signed contracts to publish four more books in early 1979.

3. *Creative Computing Software* developed and released 21 tapes and 2 floppy discs for the Apple II, PET, TRS-80, Sorcerer, Challenger and CP/M. Forty more tapes containing an average of five programs on each are scheduled for release in 1979.

4. *Creative Computing Book Service* literally doubled its number of offerings and is the ideal place for the novice or expert to go for information beyond that contained on the pages of Creative Computing magazine.

Needless to say, we're not resting on our laurels. We've been changing and will continue to do so to meet the needs of people involved in this rapidly growing field. As computers have an increasing impact on all aspects of our lives, we feel everyone will require good, solid, down-to-earth information on how they can get the most out of their computer (present or future).

That's what *Creative Computing* is all about. We give careful thought to our hardware and software evaluations as we know many of you depend on us for thorough, honest information. We're always looking for new and pragmatic applications which will help you, the educator, businessman, or computer enthusiast, get the most out of your computer.

It's important to us to keep you informed. Through our magazine, book service, and software products, we hope we're equipping you with everything you'll need to enjoy your computer. We always welcome suggestions from our readers, so feel free to drop us a line. Naturally, your orders are more than welcome also!

We appreciate your support.

Sincerely yours,

David H. Ahl

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CONTENTS

Creative Computing Magazine 3
Back Issues of ROM Magazine 4
Back Issues of Creative Computing 5
Creative Computing Press 6
The Best of Creative Computing: Vols I & II
The Best of Byte
Artist and Computer
Be a Computer Literate
The Colossal Computer Cartoon Book
Computer Rage, Binary Dice
4-Year Cumulative Index to Creative Computing and ROM
Computer Myth Prints, T-Shirts 8
Basic Computer Games Books 9
Creative Computing Book Service 10
Creative Computing Software 15
Ordering Information 18
Order Form 19

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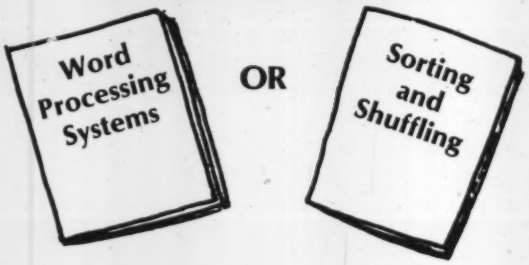

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Apple II $1195

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Which of these computers is for you?

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Radio Shack TRS-80 $599

Ohio Scientific C2-4P $598

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ROM
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THE WONDERFUL DREAMS OF DR. K
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BOBO
PROJECT PROMETHEUS by Lee Felsenstein
ROM

Back Issues of ROM

From the folks at Creative Computing

Some computing magazines are practically timeless. Take ROM for example. The nine back issues are filled with ideas, applications, techniques, games and just plain good reading by authors such as Lee Felsenstein, Theodor Nelson, Joseph Weizenbaum, Bill Etra and Frederick Chesson.

Get Your Back Copies While They Last!

July 1977

SOL. The Inside Story; Braille and the Computer; Video newspaper; A Chip is Born; The Care and Feeding of Your Home Computer; Digital Foam—the peripheral of the future.

August 1977

The Kit and I, Part I, by someone who's never soldered before; Introduction to the fundamentals of Computer Memory; Tips for the do-it-yourself hardware beginner; Binary clocks; APLomania.

September 1977

Xeroxes and other hard copy off your CRT; Payroll Program; How Computers Work; The Kit and I, Part II: or Power to the Computer; CCD's: How They Work and How They're Made; A look at PLATO, an Educational Computer System; IBM 5100.

October 1977

Binary Arithmetic For the Beginner; Microprocessor Aid for the Deaf and Blind; The Kilobyte Card; Scott Joplin on Your Sci-Fi Hi-Fi; Building a Basic Music Board; Flowcharting; Payroll Program

November 1977

Solar Energy Measurement; A Beginners Introduction to BASIC; The Kit and I, Part III; More Music to Play on Your Computer; Micro Maintenance; Solomon and Viet: Putting Together a Personal Computing System; Time Sharing on the Family MICRO.

December 1977

A Beginners Guide to Peripherals; The Best Slot Machine Game ever; Artificial Intelligence?; An Electronic Jungle Gym for Kids; File Copy Program; Better Health Through Electronics; the Kit and I Part IV.

January 1978

Synthetic Skin for Your Robot and How to Make It; TLC: A Visual Programming Language; The Code That Can't Be Cracked; Beginners Guide to Computer Graphics; The Computer and Natural Language; First-Timer's Guide to Circuit Board Etching.

February 1978

A Practical Mailing List Program; Artificial Intelligence; Assemblers; Flowgrams—A New Programming Tool; Refresher Course in BASIC; Micros and Analyzing Election Results; Upgrading Your BASIC.

March-April 1978

Introduction to real time concepts; Felsenstein: An Absolute-Time Clock; Dreyfus: Things Computers *Still* Can't Do; Introduction to Interpreters; Othello Games; Weizenbaum: Incomprehensible Programs; The Quasar Robot Revealed; Chesson: Cryptanalysis.

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Vol. 2, No. 5—Sep/Oct 1976
Computer programming contests, Russian computing, Do-it-yourself computer poetry (3 articles), two games: Watchman and Delmar, four feature reviews of "Computer Power and Human Reason," Computers in elections, two great stories.

Vol. 3, No. 1 - Jan/Feb 1977
Equipment profiles: Teletype model 43, IMSAI 8080, SWTPC 6800, Computers in the movies, All about Electronic Funds Transfer, Centerfold "Computer Tree": Babbage to 370/158, A approach for analyzing discontinuous events, unsolvable complex problems, the Wooly Mammoth problem, ten outstanding problems for computer solution, Games: Drag, Masterbagels, Strike 9.

Vol. 3, No. 4 - Jul/Aug 1977
Guide to selecting a microcomputer. Write your own CAI, Part 2. Computers in medicine and health care. Dwyer: "8-Hour Course in Basic- Part 1," "Thinking Strategies- Part 3." Sherlock Holmes and Charles Babbage. Four new games.

Vol. 3, No. 5 - Sep/Oct 1977
A dynamic debugging system for 8080 assembly language, bibliography of "limits to growth" models, Dywer: 8-hour course in Basic-Part 2, Programming approaches to solving complex equations, Electronic information exchange, Symmetric art with your computer, in-depth reviews of 5 microcomputer BASICs, software technology music system, Games: Nomad, Rotate, Lissajous.

Vol. 3, No. 6 - Nov/Dec 1977
Programming techniques- Part 1. CAI. Topics in Logic. Three 8080 8K BASIC evaluations. Smart electronic game reviews. How computers can write final exams. Mastermind II and Otherllo computer games. Profile of the Alpha 1 and Alpha 2 for the TDL Xitan.

Vol. 4, No. 1 — Jan/Feb 1978
File structures, 16-bit computers, LOGO language, Murphy's laws, review of Radio Shack TRS-80 and Heath H8, World model, biorythms, how to write a simulation, Hart sort algorithm, 3 games, 8-Hour Basic Course - Part 4.

Vol. 4, No. 2 - Mar/Apr 1978
Parody of *Datamation*, Business Computing: 5 inventory control systems, ABCs of microcomputers, structured software for micros, four computer music systems, reviews of 2 Basic interpreters and micro-APL, CAI-Part 4, puzzles and games.

Vol. 4, No. 3 - May/Jun 1978
Art and animation section: 8 articles, color graphics, SAM76, binary search, a real budget in Basic, business computing: 4 payroll systems, Oregon Trail, Black Box, reviews of VideoBrain, MSI floppy, OSI Challenger, Ai speech synthesizer.

Vol. 4, No. 4 - Jul/Aug 1978
Reviews of Commodore PET, Apple II, Atari computer, Video games, interfacing to the real world: 5 articles, business computing: 4 word processing systems, ROM section: 7 articles, backgammon game, bar code.

Vol. 4, No. 5—Sep/Oct 1978
Equipment profiles: TRS-80, Exidy Sorcerer, Bally Arcade, PolyMorphic 8813, Merlin Video Display preview of nine new personal computers. Accounts receivable systems, All about PASCAL, real world games, a real time clock to build, PET cassettes, special education features, new software: Star Wars, Hex,

Vol. 4, No. 6—Nov/Dec 1978
Subject index and file index in BASIC, consumer computers buying guide, electronic game reviews, critical path analysis, mailing label programs, robot programming, experiment in teaching strategic thinking, evaluations of Northstar Horizon, CP/M operating system and backgammon computers, columns on Apple II PET and TRS-80, plus game section including "Corral", "Joust" and "Puzzle".

Vol. 5, No. 1 - January 1979
Computers in fiction; Survey of Educator's Attitudes; K-State; How to Hide Your Basic Program; World Chess Championship Computer; Compleat Computer Catalog, Microchess for the TRS-80; Exidy Sorcerer; Ohio Scientific Superboard II; Robots in Fiction; Help for the Weary Taxpayer; A Counterfeit Cursor for your PET; Medical Audit Time.

Vol. 5, No. 2 - February 1979

Evaluations: Electric Pencil, Heathkit H-8, Computer Music Records. Computer Games: Gold Mine, Atom-20. Computerized Sports Predictions, Multiple Regression Analysis Simplified, Value of Computers in Education, Budget Management System, Help for the beleaguered consumer.

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Let Creative Computing put it all together

4-Year Cumulative Index

We've cross-referenced articles that have appeared in both *Creative Computing* magazine and the *Best of Creative Computing Vols. 1 and 2*, hence, the current source of every article is listed.

Articles are classified by subject area and listed by title and author. Over 2000 separate items are included. The index does not include a cross-reference to author.

The index was put together by Jane Fletcher on a DECsystem-10 using the text editor and runoff (with a Diablo 1620).

Price for this blockbuster of an index is just $1.00 postpaid, $1.25 for first class delivery, $2.00 foreign. Orders must include payment (no bank cards, COD's, or orders to be billed).

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Computer Rage

This fun and educational new board game is based on a large-scale multiprocessing computer system. The object is to move your three programs from input to output. Moves are determined by the roll of three binary dice representing bits in a computer. Hazards include priority interrupts, program bugs, decision symbols, power failures and restricted input and output channels. Notes are included for adapting game for school instruction. A perfect introductory tool to binary math and the seemingly-complex computer. [6Z] **$8.95**

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The Colossal Computer Cartoon Book

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The Best of Creative Computing

The first two years of *Creative Computing* magazine have been edited into two big blockbuster books. *American Vocational Journal* said of Volume 1, "This book is the 'Whole Earth Catalog' of computers." [6A] Volume 2 continues in the same tradition. "Non-technical in approach, its pages are filled with information, articles, games and activities. Fun layout."—*American Libraries.* [6B]

Artist and Computer

by Ruth Leavitt

121 pp.
$4.95 softbound [6D]
$10.00 hardbound [6E]

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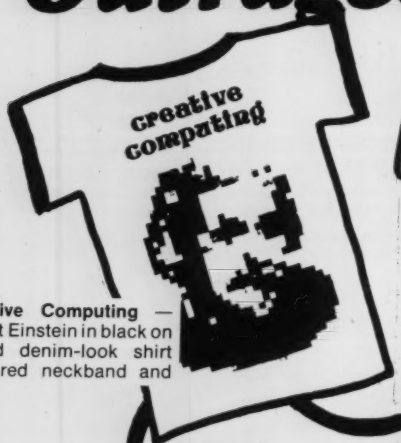

Creative Computing — Albert Einstein in black on a red denim-look shirt with red neckband and cuffs.

Plotter display of **Pi to 625 Places** in dark brown on a tan shirt.

I'd rather be playing spacewar — royal blue for kids, black for adults with white spaceships and lettering.

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- Computers Can't Do Practical Things (M/J '78)
- Computers Are Gaining Control (J/A '78)
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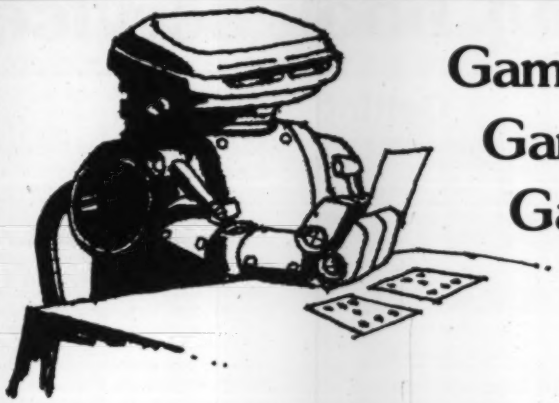

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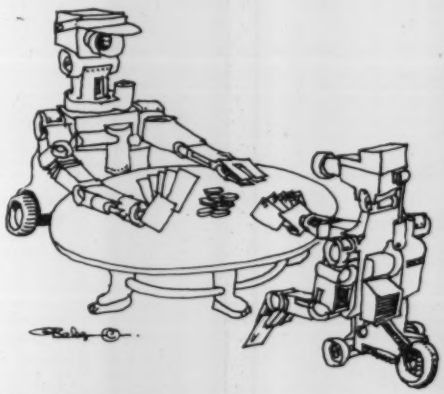

Our fabulous new book, **More Basic Computer Games,** brings you 84 brand new games in Basic, ready to run on your computer. Some have been published in Creative Computing magazine but most are completely new!

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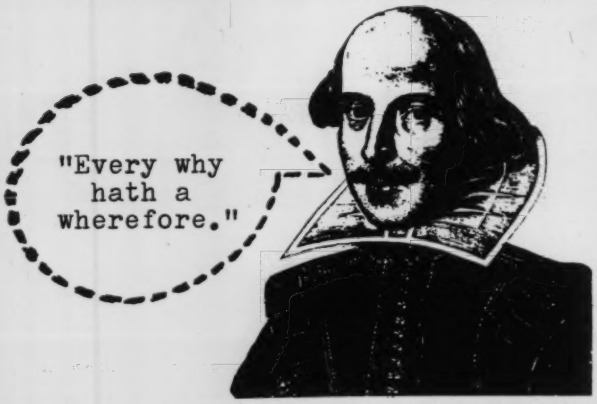
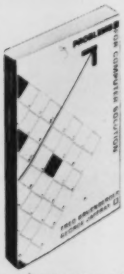


Education & Self Teaching

Using BASIC in the Classroom

Donald D. Spencer. A teacher's guide that makes every phase of teaching computer programming more productive and enjoyable. It gives you fresh but proven ideas for presenting computer and programming topics, scheduling terminal time, purchasing a microcomputer or minicomputer, running the secondary school instructional computer facility, and giving assignments that arouse enthusiasm in your students. 224 pp. **$11.95** [10E]



Problems For Computer Solution

Gruenberg & Jaffray. A collection of 92 problems in engineering, business, social science and mathematics. The problems are presented in depth and cover a wide range of difficulty. Oriented to Fortran but good for any language. A classic. 401 pp. **$12.50** [7A].

Problems For Computer Solution

Steve Rogowski. The Student Edition is designed to encourage research and preliminary investigation on the part of the student. The problems are ordered by subject and can be expanded or shortened. Mathematical problems that have never been solved are also posed to challenge and sharpen the student's awareness. 98 pp. **$4.95** [9Z]. Also available is the Teacher's Edition which contains solutions, programs and analysis of the problems. 271 pp. $9.95 [9Y]. Both books are highly recommended for any high school or college computer-oriented course.

Be A Computer Literate

Marion Ball & Sylvia Charp. This introductory book is extensively illustrated with full-color drawings, diagrams, and photos. Takes the reader through kinds of computers, how they work, input/output, and writing a simple program in BASIC. Aimed at ages 10-14 but beginners of all ages will find it informative. 62 pp. $3.95. [6H]

Problem Solving With The Computer

Ted Sage. Used in conjunction with the traditional high school math curriculum, this book stresses problem analysis in algebra and geometry. This is the most widely adopted text in computer mathematics. 244 pp. **$8.95** [8J].

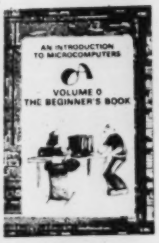
Sixty Challenging Problems with BASIC Solution

Donald Spencer. This book is a vehicle for computer programmers to measure their skills against some interesting problems that lend themselves to computer solution. It includes games, puzzles, mathematical recreations and science and business problems—some hard, some easy. The book will compliment any computer-oriented course in secondary school or college. BASIC program solutions included. 80 pp. $6.95 [9W].

The Calculus With Analytic Geometry Handbook

Jason Taylor. Ideal for a HS or college introductory calculus course or for self-learning. Five chapters include: analytic geometry; functions and derivatives; integration techniques; vectors and functions of more than one variable; and sequences and series. Widely acclaimed by educators, this book is fast becoming the *standard calculus reference text.* Handy reference for scientists, engineers, and mathematicians too. Large format, 68 pp. $2.95 [7Q].

Getting Started



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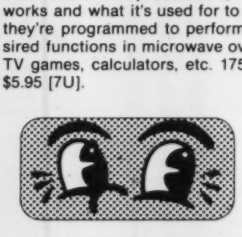
2 - Some Real Microprocessors. Vol 3 - Real Support Devices

Adam Osborne. These volumes complement Volume 1. Vol. 2 discusses the operation of each of the following MPUS in detail: F8, SC/MP, 8080A, Z80, 6800, PPS-8, 2650, COS MAC, 9002, 6100 and seven others. Also information on selecting a micro. Vol. 3 discusses various support and I/O chips. 895 pp.
Vol. 2-(9L) $25.00
Vol. 3-(10Q) $20.00

Beginner's Guide To Microprocessors

Charles M. Gilmore. No background in electronics is necessary to understand this book. It was written for those with no prior knowledge whatsoever of microprocessors or personal computing. Gilmore takes you from what a microprocessor is, how it works and what it's used for to how they're programmed to perform desired functions in microwave ovens, TV games, calculators, etc. 175 pp. $5.95 [7U].



Microprocessors: From Chips to Systems

Rodnay Zaks. A complete and detailed introduction to microprocessors and microcomputer systems. Some of the topics presented are: a comparative evaluation of all major microprocessors, a journey inside a microprocessor chip, how to assemble a system, applications, interfacing (including the S-100 bus) and programming and system development. 416 pp. $9.95 [10S]

The First Book of Microcomputers

Robert Moody. Tells what personal computers are and what you can do with them in a light entertaining style. Starts with the basics and then covers the technical aspects such as how a personal computer is constructed and how it works. Includes such things as home protection, keeping track of budgets and bills, game playing, inventory management and tax calculations. 139 pp. $4.95 [10T]

Consumers Guide to Personal Computing and Microcomputers

Freiberger and Chew. Here are two valuable books in one: an introduction to the principles of microcomputers that assumes no previous knowledge on the reader's part, and a review of 64 microcomputer products from over 50 manufacturers. Also, extensive illustrations and best-buy tips for each type of microcomputer product. 176 pp. $7.95 [10U]

Getting Involved With Your Own Computer

Solomon and Viet. One of the first books on microcomputers that requires no previous knowledge of electronics or computer programming. Tells you where to find information, explains basic concepts and summarizes existing systems. Good place for the neophyte to begin. 216 pp. $5.95 [9N].

Microcomputer Design

Donald P. Martin. This book is well-suited for the engineer who's designing microcomprocessors into his company's products. Not just block diagrams or vague theory, but dozens of practical circuits with schematics for CPUs based on 8008 chips. Includes interfacing to A/D, D/A, LED digits, UARTs, teletypewriters. Over 400 pp $14.95 [9P].

Learn with Computer Games

Basic Computer Games

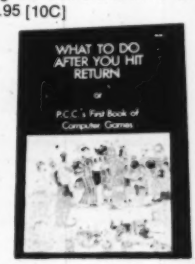
David Ahl. Here are 101 classic games all in Microsoft Basic for your TRS-80, PET, Apple, Sorcerer, etc. Every one is complete with large legible listing, sample run, and descriptive notes. Has all the best games: Super Star Trek, Football, Blackjack, Lunar Lander, Tic Tac Toe, Nim, Life, Basketball, Boxing, Golf, Hockey, Craps, Roulette, Awari, Bagels, Mastermind, Hammurabi, Fur Trader, Splat and many, many more. Now in its 5th printing. 200 pp. $7.50. [6C]

Game Playing with BASIC

Donald D. Spencer. Enjoy the challenge of competition with your personal computer. Amuse yourself with such computer games and puzzles as 3-D Tic-Tac-Toe, Roulette, Baccarat, and more. Includes rules of each game, how each game works, illustrations and the output produced by each program. The last chapter contains 26 games for reader solution. 176 pp. $7.95 [10D]

Chess and Computers

David Levy. This book is loaded with chess games—computer versus computer and computer versus human. Settle down with this book, set up your chess board, and play the games. As with any good chess book, half the enjoyment is found in playing along, duplicating the moves and reading the authors comments. 145 pp. $8.95 [10C]



What to Do After You Hit Return

Another collection of games and simulations—all in BASIC—including number guessing games, word games, hide-and-seek games, pattern games, board games, business and social science simulations and science fiction games. Large format. 158 pp. **$10.95** [8A].

Fun With Computers and Basic

Donald D. Spencer. Mathematical recreations and games are an excellent medium for teaching computer programming. The reader learns the BASIC programming language during the process of learning to program fun type problems. The book introduces the reader to flowcharting, and the BASIC programming language. Includes many BASIC programs, cartoons, and drawings. Written specifically for use by junior high school students. 96 pp. **$7.95** [10F]

Fun & Games With the Computer

Ted Sage. "This book is designed as a text for a one-semester course in computer programming using the BASIC language. The programs used as illustrations and exercises are games rather than mathematical algorithms, in order to make the book appealing and accessible to more students. The text is well written, with many excellent sample programs. Highly recommended."—*The Mathematics Teacher.* 351 pp. **$8.95** [8B].

Game Playing With Computers (Revised 2nd Edition)

Donald D. Spencer. Now you can sharpen programming skills through a relaxed and radically different approach. Including 70 games, puzzles, and mathematical recreations for a digital computer. It's fully illustrated and includes more than 25 game-playing programs in FORTRAN or BASIC, complete with descriptions, flowcharts, and output. Brand-new "how to" information for applying mathematical concepts to game playing with a computer. 320 pp. $16.95 [10G]

Other Games & Activities

The Way To Play

The newest, most comprehensive encyclopedia of games in the world. Complete rules for over 2000 games and indoor pastimes including race board games, strategic board games, tile games, card games, solitaire games, dice games, table games, casino and gambling games, games of chance and many more. Over 5000 drawings and diagrams in color. The perfect sourcebook for the computer game author. 320 pp. $7.95. [10H]

The I Hate Mathematics Book

Marilyn Burns. This book is for nonbelievers of all ages, but especially for kids who are convinced that mathematics is (1) impossible, (2) only for smart kids, and (3) no fun anyhow. This book shows that mathematics is nothing more (nor less) than a way of looking at the world and is not to be confused with arithmetic. In this book you'll find several hundred mathematical events, gags, magic tricks, and experiments to prove it. 128 pp. $3.95 [11F]

Toybook

Steven Caney. "More than 50 toys and projects have been chosen with imagination and care to provide a high ratio of satisfaction and fun in return for effort invested." —*Parents' Magazine.* It is "... a must for kids and anybody else interested in conjuring up delightful playthings out of odds and ends and scraps of stuff around the house." —*Whole Earth Epilog.* Packed with illustrations, photos, and step-by-step instructions. 176 pp. $3.95 [10J]

Star Games

Razzi, Brightfield and Looney. For *Star Trek* and *Star Wars* fans, here's a book that invites you to "join the Space Force for the greatest galactic battle of your life!" A game book, not a puzzle book, it challenges you to crack space-age binary codes and help your friends escape from the krakon's clutches. $6.95. [10K]

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Maltby & Fulbrook. The answers are numbers! Vertical columns must total the same as horizontal rows. It's a new puzzle game — constructed by Richard Maltby, Jr., master puzzle-maker for *Harper's* and *New York* Magazines. 30 puzzles including Nursery Rhymes, Children's Hour, Golf, Movies, Famous Dates, and more. 108 pp. $1.95 [10L]

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Merlin's Puzzlers

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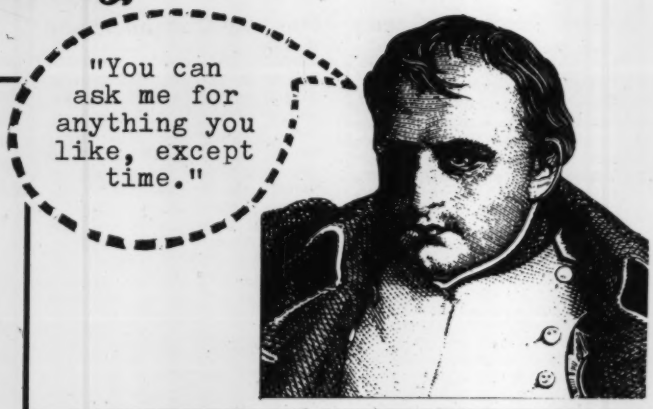
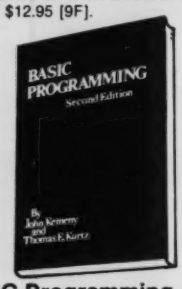


Programming in BASIC

BASIC and the Personal Computer

Dwyer and *Critchfield.* This book will get you involved with personal computing, writing programs and expanding the use of your computer by showing the great diversity of applications possible on any microcomputer. One of the most comprehensive presentations of BASIC ever. As a text or addition to your personal library, this book will tell you all you ever wanted to know about BASIC. 350 pp. $12.95 [9F].

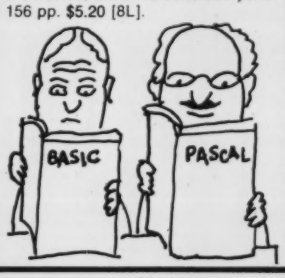


BASIC Programming, 2nd Edition

Kemeny & Kurtz. An introduction to computer programming through the language of BASIC. The authors include in-depth discussions of many applications including files and text processing. 150 pp. **$10.95** [7E]

A Guided Tour of Computer Programming In BASIC

Dwyer and Kaufman. This book tops all introductory texts on BASIC. Filled with detail and examples, it includes sample programs for many simulations, several games, reservations systems and payroll. Aimed at the novice, but of value to everyone. 156 pp. $5.20 [8L].



Basic For Home Computers

Albrecht, Finkel, & Brown. This book shows you how to read, write, and understand the BASIC programming language used in the new personal-size microcomputers. Includes detailed descriptions of everything you need to know to make your computer work for you—includes how to get started, numerous applications and games, lists of resources, much more. 332 pp. $5.95 [7G]

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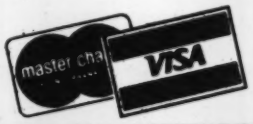

Programming in Other Languages

Programming in PASCAL

Peter Grogono. This book is an excellent introduction to one of the fastest growing programming languages today. The text is arranged as a tutorial containing both examples and exercises to increase reader proficiency in PASCAL. Contains sections on procedures, files, and dynamic data structures such as trees and linked lists. 359 pp. $10.95 [10A]

PASCAL User Manual and Report (2nd Edition)

Jensen & Wirth. This book consists of two parts: the User Manual and the Revised Report. The Manual is directed to those who have some familiarity with computer programming and who wish to get acquainted with the PASCAL language. The Report is a concise reference for both programmers and implementors. It defines Standard PASCAL, which constitutes a common base between various implementations of the language. $7.90 [10B]

A Fortran Coloring Book

Dr. Roger Kaufman. This book is one of the most entertaining computer programming books around. Learn computer programming the "painfully funny way." Filled with examples and illustrations plus a light sprinkling of jokes. Guaranteed to teach you FORTRAN. 273 pp. $6.95 [4D]

A Simplified Guide to Fortran Programming

Daniel McCracken. A thorough first text in Fortran. Covers all basic statements and quickly gets into case studies ranging from simple (printing columns) to challenging (craps games simulation). 278 pp. **$11.50** [7F].

Problem Analysis and Programming Style

How to Solve Problems

Wayne Wickelgren. This helpful book analyzes and systematizes some of the basic methods of solving mathematical problems. Illustrative examples include chess problems, logical puzzles, railroad switching problems and ones from science and engineering. For each, the author provides hints for the reader to tackle the problem and then a complete solution is given. Want to solve a complex problem with a computer? Begin here. 262 pp. **$7.50** [7Y].

The Thinking Computer: Mind Inside Matter

Bertram Raphael. Artificial intelligence, or AI, is the branch of computer science concerned with making computers "smarter." With a minimum of technical jargon, this book discusses the capabilities of modern digital computers and how they are being used in contemporary AI research. Discusses the progress of AI, the goals, and the variety of current approaches to making the computer more intelligent. **$8.95** [7X]

The Little Book of BASIC Style: How To Write a Program You Can Read

John M. Nevison. Learn how to write better, easy-to-follow programs with Nevison's rules of style and turn out legible, correct programs. Two hours of BASIC programming is all that is necessary to profit by this book. Concepts of problem-solving and structured programming are included. 160 pp. $5.95 [9V].

The Art of Computer Programming

Donald Knuth. The purpose of this series is to provide a unified, readable, and theoretically sound summary of the present knowledge concerning computer programming techniques, along with their historical development. For the sake of clarity, many carefully checked computer procedures are expressed both in formal and informal language. A classic series. Vol. 1: Fundamental Algorithms, 634 pp. $22.50 [7R]. Vol. 2: Seminumerical Algorithms, 624 pp. $22.50 [7S]. Vol. 3: Sorting and Searching. 722 pp. $22.50 [7T]

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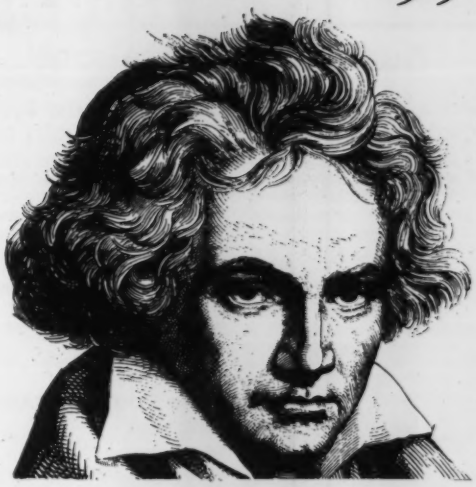

Building Your Own

The Best of Byte, Vol 1

Helmers & Ahl. Contains the majority of material from the first 12 issues of *Byte* magazine. The 146 pages devoted to hardware are crammed full of how-to articles on everything from TV displays to joysticks to cassette interfaces and computer kits. Also 125 pages of software and applications ranging from on-line debuggers to games to a small business accounting system. A section on theory examines the how and why behind the circuits and programs. 386 pp. $11.95 [6F].

How to Build a Computer-Controlled Robot

Tod Loofbourrow. Every step of the construction is explained, with photographs and diagrams. The complete control programs for a robot are clearly written out. The robot can be built within the budget of the average hobbyist and the only technical requirement for building him is the ability to read and understand a circuit diagram. 144 pp. $7.95 [11E]

Small Computer Systems Handbook

Sol Libes. The emphasis throughout this primer is on the important practical knowledge that the home computer user should have to be able to intelligently purchase, assemble, and interconnect components, and to program the microcomputer. Only a minimal knowledge of electronics is required to use this book. 196 pp. $8.45 [11D]

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David Heiserman. Complete plans, schematics and logic circuits for building a robot. Not a project for novices, this robot is a sophisticated experiment in cybernetics. You build him in phases and watch his capabilities increase and his personality develop. Phase I is leash led, Phase II has a basic brain, while Phase III responds and makes decisions. 238 pp. $5.95 [9M].

Power Semiconductor Handbook

Covers high-power transistors and related switching devices. Want your computer to control some external device? Then this is the book. 800 pp. $3.95 [9C].

Pocket Calculators

Games With The Pocket Calculator

Sivasailam Thiagarajan and Harold Stolovitch. A big step beyond tricks and puzzles with the hand calculator, the two dozen games of chance and strategy in this clever new book involve two or more players in conflict and competition. A single inexpensive four-banger is all you need to play. Large format. 50 pp. $3.95 [8H].

SUPER VALUES !!!

Games, Tricks and Puzzles For A Hand Calculator

Wally Judd. This book is a necessity for anyone who owns or intends to buy a hand calculator, from the most sophisticated (THE HP65,for example) to the basic "four banger." 110 pp. $4.95 [8D].

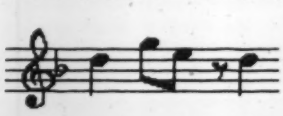
Art, Music, and Literature

Artist and Computer

Ruth Leavitt. This unique art book covers a multitude of computer uses and the very latest techniques in computer-generated art. In its pages, 35 artists explain how the computer can be programmed either to actualize the artist's concept (such as the visualization of fabric before it is woven) or to produce finished pieces. Over 160 examples, some in full color. 122 pp. $4.95 softbound [6D], $10.00 hardbound. [6E]

The Technology of Computer Music

Max Matthews. If you're interested in creating music on your microcomputer, here is an excellent source book written by the "Father of Computer Music." Includes fundamentals of digital sound generation, including the sampling theorem, digital to analog converters, analog to digital converters, filtering and storage of musical data. Also, a description of MUSIC V, a high level music language. $16 hardcover [10N]



COMPUTERS, COMPUTERS, COMPUTERS In Fiction And In Verse

D. Van Tassel, Editor. This collection of stories, commentaries and poems project the reader into a world where lifestyles are dominated by the computer to an extent far greater than they are by the telephone today. By revealing reactions and effects, the stories offer the reader insight into what is a potential reality. Cleverly-written, this book should entertain anyone who is aware of the computer's impact on society. Includes work by such distinguished writers as Gordon R. Dickson, Art Buchwald, Michael Shaara and Bob and Ray. 192 pp. $6.95 [9X].

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Payroll with Cost Accounting in BASIC

Lon Poole. Includes program listings with remarks, descriptions, discussion of the principles of each program, file layouts, and a complete user's manual with step-by-step instructions, flow charts and sample reports with CRT displays. 356 pp. $15.00 [10W]

How to Profit From Your Personal Computer: Professional, Business and Home Applications

T.G. Lewis. Put your computer to work for you. This new guide describes the use of personal computers in common business applications, including terms, notations, and techniques used by programmers. 256 pp. $8.95 [10X]

Small Computer Systems For Business

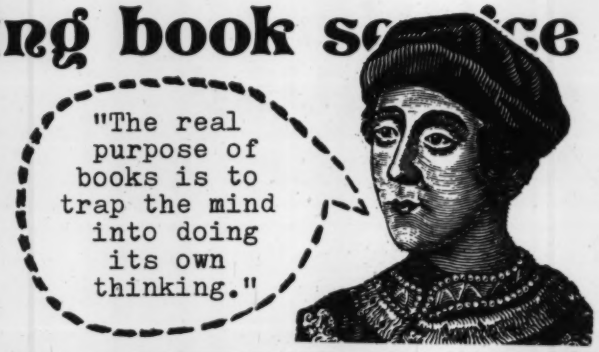
Gerald A. Silver. Useful for operators, programmers, teachers, students, etc., this book explores the world of small computers: what they are, how they are used, their internal structure, and our means of communicating with them. Describes assemblers, interpreters, and compilers, as well as operating systems and small computer applications. 254 pp. **$10.95** [10Y]

Some Common BASIC Programs

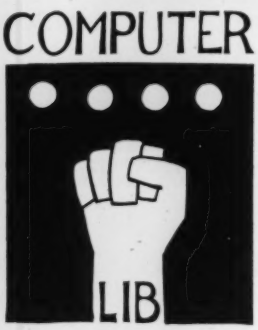
Poole & Borchers. This book combines a diversity of practical algorithms in one book : matrix multiplication, regression analysis, principal on a loan, integration by Simpson's rule, roots of equations, chi-square test, and many more. All the programs are written in a restricted BASIC suitable for most microcomputer BASIC packages, and have been tested and debugged by the authors. **$9.50** [7M]

BASIC With Business Applications

Richard W. Lott. This book focuses on the BASIC language and its application to specific business problems. Part one introduces the BASIC language and the concept of logical flowcharting. Part two presents problems and possible solutions. Topics include: interest rate calculations, break-even analysis, loan rates, and depreciation. This book is a great aid to the beginner wanting to learn BASIC without having a technical or scientific background. 284 pp. $10.50 [10Z]



Computing Milieu



PCC's Reference Book of Personal and Home Computing

Ever try to find the address of a manufacturer of a cassette interface that a friend told you about 2 weeks ago? Frustrating isn't it? This book will go a long way toward ending that frustration with its comprehensive list of manufacturers, stores and products. Also contains survey articles on software, hardware, kits and applications as well as an index of articles from various hobbyist magazines. Several bibliographies, too. $5.95 [7P].

Computer Lib/Dream Machine

Ted Nelson. This book is devoted to the premise that everybody should understand computers. In a blithe manner the author covers interactive systems, terminals, computer languages, data structures, binary patterns, computer architecture, mini-computers, big computers, microprocessors, simulation, military uses of computers, computer companies, and much, much more. Whole earth catalog style and size. A doozy! 127 pp. $7.00 [8P].

The Home Computer Revolution

Ted Nelson. Here is one of the most controversial books on home computers. Nelson takes a look at how the "dinky" computers got here, where they are where they're going and what will become of the big boys like IBM. This thought-provoking and highly opinionated book picks up where *Computer Lib/Dream Machine* left off. 224 pp. $2.00 [9U].

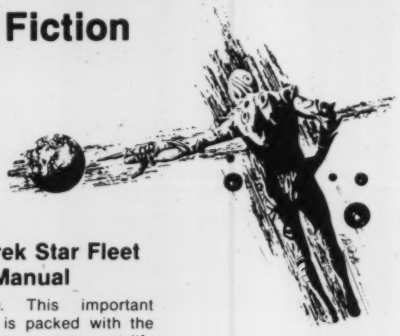
Space and Science Fiction

Star Wars Album

The incredible behind-the-scenes story of the most extraordinary motion picture of our time including over a hundred exclusive photos, special effects secrets, interviews with George Lucas, Carrie Fisher and Mark Hamill, the Anatomy of an Android and a technical glossary. Lots of color. 76 pp. $5.95. [11A]

Masterpieces of Science Fiction

This lavishly illustrated large format book has nine classic stories by Isaac Asimov, Gregory Benford, Ray Bradbury, Arthur C. Clarke, Harlan Ellison, Robert Heinlein, Frank Herbert, A.E. Van Vogt, and Kurt Vonnegut, Jr. Fabulous full color illustrations throughout. 108 pp. $7.95. [11B]



The Star Trek Star Fleet Technical Manual

Franz Joseph. This important resource book is packed with the data you need to create or modify STAR TREK computer games. It includes all Starship operating characteristics, defense and weapon systems, standard orbits, velocity/time relationship, space/war technology, Milky Way galaxy charts, Federation codes, etc., etc. A national best seller. Large format, vinyl binder. 180 pp. $7.95 [8C].

Star Wars Portfolio

Complete technical specifications and engineering drawings of ships, space stations, and 'droids of both The Imperial Empire and the rebels. A vital resource book. 180 pp. $7.95 [11C]

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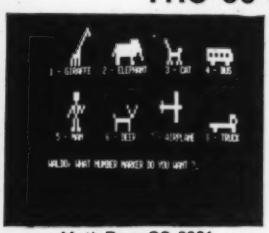
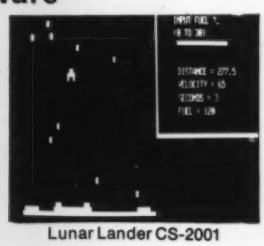


Math Race CS-2001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TRS-80 (16K Level II) **CS-3001**
$7.95

BOARD GAMES-1 (6 Games)

1. **Backgammon**—the classic game.
2. **Qubic**—try to get 4 pieces in a row on a 3-D board.
3. **Flip Disc**—logic game similar to Othello.
4. **Wumpus I and II**—find the Wumpus while avoiding pits, bats, hazards.
5. **Mugwump**—find it in hiding.

TRS-80 (16K Level II) **CS-3002**
$7.95

SPACE GAMES-3 (4 Games)

1. **Ultra Trek**—keep the galaxy safe from invading aliens.
2. **Romulan**—outwit the sneaky invaders.
3. **Star Wars**—get TIE fighters in your blaster sights.
4. **Star Lanes**—the ultimate game of barter and trading.

TRS-80 (16k Level II) **CS-3003**
$14.95

ADVENTURE (2 Versions)

-explore an almost endless maze of caverns with incredible riches *and* hazards. You'll run into unusual creatures, quicksand, diamonds and rubies, a rusty ax and many other strange and beautiful things. Challenging and fun for all ages.

TRS-80 (16K Level II) **CS-3201**
$24.95

ECOLOGY SIMULATIONS-1 (4 Programs)

Simulations adapted from Huntington II

1. **POP** — explore three population growth models.
2. **STERL** — Vary use of pesticides vs. release of sterile males to control fly pest population
3. **TAG** — Use "tagging-and-recovery" sampling technique to estimate number of fish in a pond.
4. **BUFFALO** — Manage a buffalo herd to allow hunting while keeping buffalo from becoming extinct.

CP/M Software

CP/M **Adventure** **CS-9003**
(2 versions)

Explore an almost endless maze of caverns with incredible riches and hazards. You'll run into unusual creatures, quicksand, diamonds and rubies, a rusty ax and many other strange and beautiful things. Challenging and fun for all ages. $17.95.

CP/M **Games-1** **CS-9001**

An 8" floppy disc containing the first **fifty-one** games from Basic Computer Games in Microsoft Basic. All the games from **Acey Ducey** to **Hi-Q** including such favorites as **Animal, Bullfight, Craps,** and **Hangman.** (To run this, you need CP/M and Microsoft Basic.) $17.95

CP/M **Games-2** **CS-9002**

The second half of Basic Computer Games including **Life, LEM, Mugwump, Stars, 23 Matches, Word,** and forty-five others. A total of **fifty-one** games on an 8" floppy disc. $17.95.

CP/M **Special Package** **CS-9000**

Two discs (CS-9001 and CS-9002) and the Basic Computer Games book. A $43.40 value for only $37.95.

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PET (8K) Software $7.95

PET (8k) **CS-1001**

LOGIC GAMES — 1 (6 Games)

1. **Awari** — Ancient African logic game with 12 pits and 36 beans.
2. **Bagels** — Guess a secret 3-digit number.
3. **Chomp** — Avoid the poison corner on the cooky.
4. **Flip-Flop** — Change a row of x's to o's.
5. **Hexapawn** — Three chess pawns on a 3x3 board.
6. **Hi-Q** — Solitaire peg removal game.

PET (8k) **CS-1002**

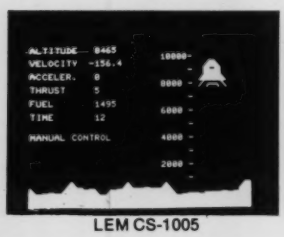
NUMBER GAMES — 1 (6 Games)

1. **Guess** — Clues help you guess a mystery number.
2. **23-Matches** — Try not to take the last match.
3. **Letter** — Can you guess the secret letter?
4. **Not One** — Dice rolling game with a jackpot.
5. **Trap** — Catch the secret number between your trap numbers.
6. **Stars** — Stars give you clues to a mystery number.

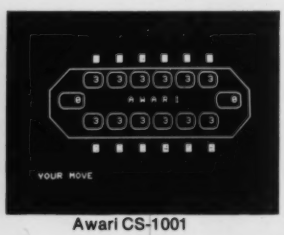
PET (8k) **CS-1003**

LOGIC GAMES — 2 (6 Games)

1. **Rotate** — Order a matrix of random letters.
2. **Strike-9** — Remove nine digits without striking out.
3. **Nim** — Classic removal-of-objects logic game.
4. **Even Wins** — Try to take an even number of chips.
5. **Hi-Lo** — Number guessing game with a jackpot.
6. **Batnum** — Kemeny's super "battle of numbers."



LEM CS-1005



Awari CS-1001

PET (8k) **CS-1004**

GRAPHICS GAMES — 1 (5 Games)

1. **Chase** — Pursue your opponent through a maze of obstacles and "zap doors."
2. **Escape** — Escape from a prison patrolled by robot guards.
3. **Dart** — Arithmetic drill using a dart board.
4. **Snoopy** — Compute + and - distances on a number-line to shoot down the Red Baron.
5. **Sweep** — Hit nine targets in order by controlling the path of a speeding rollerball.

PET (8k) **CS-1005**

GRAPHICS GAMES — 2 (6 Games)

1. **LEM** — Lunar lander with graphics and optional auto pilot.
2. **Nuclear Reaction** — Game of skill for 2 players.
3. **Artillery** — Two players shoot it out over computer-generated terrain.
4. **Bounce** — Trace the path of a bouncing ball.
5. **Checkers** — With graphic display.
6. **Dodgem** — Get your pieces across the board before the computer or human opponent.

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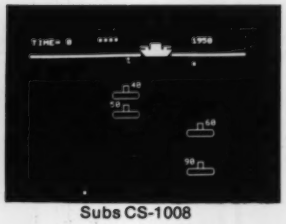
Hangman CS-1006



Subs CS-1008

PET (8k) **CS-1006**

CONVERSATIONAL GAMES — 1 (5 Games)

1. **Eliza** — Weizenbaum's computerized psychiatrist.
2. **Haiku** — Computer helps you compose poetry.
3. **Hangman** — Challenge your vocabulary skills.
4. **Hurkle** — Try to find the hidden Hurkle on a 10x10 grid in five moves.
5. **Hexletter** — Capture more letters on a hexagon than your opponent.

PET (8K) **CS-1007**

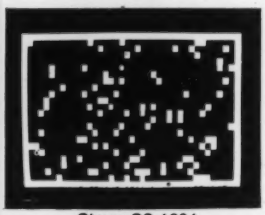
BOARD GAMES-2 (7 Games)

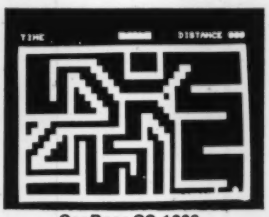
1. **Yahtzee**—classic 5-dice game.
2. **Blackjack**—win or lose your fortune.
3. **Backgammon**—the classic game.
4. **TREK3**—defeat the Klingons with your phasers and photon torpedoes.
5. **One Check**—solitaire game to leave one checker left on a board.
6. **Bug**—graphics demo zaps bug.
7. **Revenge of the Bug**—graphics demo.

PET (8K) **CS-1008**

ACTION GAMES (6 Games)

1. **Splat** - A parachute jump game.
2. **Car Race** - Zoom around the course.
3. **Breakout** - Knock bricks off the wall.
4. **Bowling** - A day at the lanes.
5. **Subs** - Depth charge enemy submarines while evading enemy torpedoes.
6. **Tank** - Fight it out against another player in a variety of battlefields.


Chase CS-1004



Car Race CS-1008

PET (8k) **CS-1201**

SENSATIONAL SIMULATIONS — (5 Programs)

1. **Animal** — Teach the computer animals.
2. **Fur Trader** — Trade furs in old Canada.
3. **Hammurabi** — Manage the city-state of Sumeria.
4. **Stock Market** — Make your fortune.
5. **Word** — Guess secret words using logic.

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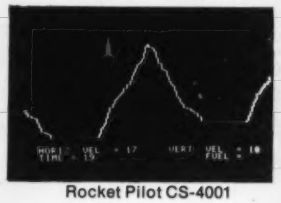
Apple II Software $7.95

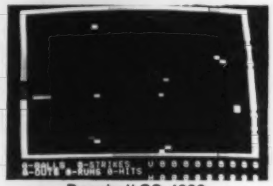
APPLE II **CS-4001**

SPACE GAMES-1 (4 Games)

1. **Rocket Pilot** — Land your rocket successfully.
2. **Saucer Invasion** — Destroy the invading saucers.
3. **Star Wars** — Shoot down the galactic empire fighters.
4. **Dynamic Bouncer** — Ball bounces off dynamic maze (demo).



Rocket Pilot CS-4001



Baseball CS-4002

APPLE II **CS-4002**

SPORTS GAMES-1 (4 Games)

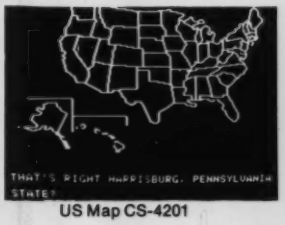
1. **Baseball**—control infielders and outfielders, type of pitch and swing of bat (2 players).
2. **Torpedo Alley**—sink ships with your torpedoes.
3. **Slalom**—ski downhill through the gates in minimum time.
4. **Darts**—use game paddles to hit the bulls-eye.

APPLE II **CS-4003**

STRATEGY GAMES-1 (5 Games)

1. **Checkers**—beginners game vs the Apple.
2. **Skunk**—roll the dice and add to your score.
3. **UFO**—outwit an alien spaceship.
4. **Blockade**—build walls. Sound and speedup (1 or 2 players).
5. **Genius**—challenging trivia quiz.

Alcohol CS-4301



US Map CS-4201

APPLE II **CS-4201**

CAI PROGRAMS-1 (4 Programs)

1. **US Map**—identify states and their capitals.
2. **Spelling**—study aid with your list of words.
3. **Math Drill**—simple arithmetic problems.
4. **Add-With-Carry**—teaches addition of two and three place numbers. Adjusts to user's level.

APPLE II **CS-4301**

KNOW YOURSELF (5 Programs)

1. **Life Expectancy** — Will a different life style increase your life expectancy?
2. **Psychotherapy** — analyze symptoms in your feelings and behavior to determine your mental health.
3. **Computer Literacy** — what is yours?
4. **Alcohol** — effect of alcohol on your behavior.
5. **Sex Role** — Are you androgynous?

APPLE II **CS-4004**

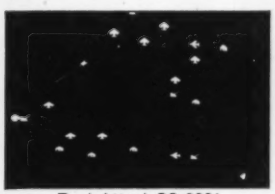
BRAIN GAMES - 1 (7 Games)

1. **Nuclear Reaction** - A game of skill for two players.
2. **Dodgem** - Try to outmaneuver another player or the computer to get your pieces across the board first.
3. **Dueling Digits** - Challenges your ability to memorize number series.
4. **Parrot** - Mimic letter sequences.

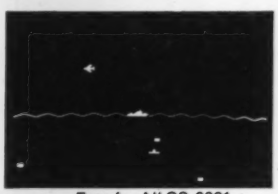
5./6. **Midpoints and Lines** - Two enjoyable graphic demonstrations.

7. **Tones** - Make your own music.

SUPERBOARD II/CHALLENGER 1P (8K)



Tank Attack CS-6001



Free for All CS-6001

SUPERBOARD II/CHALLENGER 1P (8K) **CS-6001** **$7.95**

GRAPHIC GAMES-3 (4 Games)

1. **Tank Attack**—seek and destroy enemy guns hidden among houses and trees before they get you.
2. **Dodgem**—get your pieces across the board first.
3. **Free for All**—airplane, ship, and submarine vie for each other.
4. **Hidden Maze**—find your way through an invisible maze.

Exidy Sorcerer

SORCERER **CS-5001** **$7.95**

GRAPHIC GAMES-2 (6 Games)

1. **LEM**—lunar lander with display and optional auto pilot.
2. **Nuclear Reaction**—two players bombard an atom with protons and electrons.
3. **Pie Lob**—two players lob pies at each other over a sand castle.
4. **Bounce**—traces the path of a bouncing ball.
5. **Checkers**—beginners game.
6. **Dodgem**—get your pieces across the board.

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